

**C of A - ELECTRONIC ENGINEERING TECHNOLOGY - SLOT REPAIR EMPHASIS 32 Credits**

**C of A Description:** Upon successful completion of this program, students will be prepared for an entry-level position in the gaming industry. This program integrates classroom experience with hands-on lab exercises and covers topics such as planning, design, troubleshooting and maintenance of various slot machines and related devices. Computers and networks used to support modern slot machine gaming are also covered.

**STUDENT LEARNING OUTCOMES -** Graduates of this program will have the opportunity to:

- Develop a working knowledge of the theory of operation of a typical electronics slot machine; a working knowledge of Pseudo Random Number Generators; a working knowledge of ROM, PROM, EPROM, EEPROM and RAM; a working knowledge of stepper motors.
- Describe the operation of peripheral devices; the external features of a slot machine; the coin-in coin-out assemblies; the modes of operation of the electronics slot machine.
- Identify electronic circuits and components used in slot machines.
- Develop a hands-on understanding of the installation of networks that support devices such as slot Machines and computers.
- Demonstrate a working knowledge of Personal computers and the embedded computers found in slot machines.

**GENERAL EDUCATION REQUIREMENTS (3 Credits):**

	<u>Credits</u>
<b>COMMUNICATIONS:</b> ENG 100, 101, 107, 113	3-5

**SPECIAL PROGRAM REQUIREMENTS (29 Credits)**

	<u>Credits</u>
<b>ET 104B</b>	Fabrication and Soldering Techniques 2
<b>CSCO 105B</b>	Fundamentals of Voice and Data Cabling 3
<b>ET 106B</b>	Test Equipment Operation 3
<b>CSCO 109B</b>	PC Troubleshooting and Repair 3
<b>MATH 111B</b>	Math for Electronics 3
<b>ET 131B</b>	DC for Electronics 4
<b>ET 138B</b>	Introduction to Slot Technology 3
<b>ET 212B</b>	Digital I 4
<b>ET 238B</b>	Slot Machine Principles I 4

Computation included in Math 111B  
Human Relations included in CSCO 105B